



Search Result Found 87 web pages for clip and (polygon or primitives) and (circular and buffer)

CLICK HERE TO APPLY	0 % Intro APR* for purchases	*see important terms & conditions	
	30-second Credit Decision*		
	Smart Chip Technology!		

Categories	Web Sites	Web Pages	Related News	Shopping
------------	-----------	------------------	--------------	----------

Web Page Matches (1 - 20 of 87)

- <http://www.cs.up.ac.za/~vali/COS344/Lecture6.pdf>
 ... the z-**buffer** Dual Representations of a **polygon** m normalized ... point then **clip**
 Varying
 intensity m ... m antialiasing **Primitives** composed of ... filter for **circular** pixel ...
<http://www.cs.up.ac.za/~vali/COS344/Lecture6.pdf>
- <http://wuarchive.wustl.edu/graphics/graphics/mirrors/avalon/FAQs/algorithms-faq>
 ... edge **buffer**. This **buffer** is a structure ... Approximation of **circular** arcs by ... need to **clip**
 away parts ... a 3D **polygon** mesh References ... Stolfi. 1985. "**Primitives** for the ...
<http://wuarchive.wustl.edu/graphics/graphics/mirrors/avalon/FAQs/algorithms-faq> [\[More Results From: wuarchive.wustl.edu\]](#)
- <http://www.neutralzone.org/home/faqsys/gems.html> [\[More Results From: www.neutralzone.org\]](#)
Faqsys - your new lifestyle - Gems 1-5
 ... and Z-**buffer** demo; Using ... with a **Circular** Arc Fillet; ... for Popular **Primitives**; Physically
 Correct ... for Faster **Clip** Testing; Computing the ... a Spherical **Polygon**; Arcball ...
<http://www.neutralzone.org/home/faqsys/gems.html>
- <http://gpp.netfirms.com/algorithms/algorithm.txt>
 ... edge **buffer**. This **buffer** is a structure ... Approximation of **circular** arcs by ... need to
clip away parts ... of a **polygon** (Subject 2.01 ... Stolfi. 1985. "**Primitives** for the ...
<http://gpp.netfirms.com/algorithms/algorithm.txt>
- <http://www.faqs.org/faqs/graphics/algorithms-faq/> [\[More Results From: www.faqs.org\]](#)
comp.graphics.algorithms Frequently Asked Questions
 ... algorithm, and the **primitives** they use. The ... edge **buffer**. This **buffer** is a structure ... Goldapp,
 "Approximation of **circular** arcs by ... do I **clip** a **polygon** against a ...
<http://www.faqs.org/faqs/graphics/algorithms-faq/>
- http://bama.ua.edu/~unixinfo/software/pgplot/pgplot_help.html
PGPLOT Subroutine Descriptions
 ... for the semi-**circular** terminal on the ... devices, the plot **buffer** is written to ... **primitives**,
 use pixel **primitives**. Otherwise, if the ... GRPOCL -- **polygon clip**. ...
http://bama.ua.edu/~unixinfo/software/pgplot/pgplot_help.html
- http://www.urisa.org/Journal/Under_Review/stoter/cadastral_registration_of_real_estate_objects_in_3d.htm
Neighborhood Strategic Planning through GIS Based Indicators
 ... the geometric **primitives** available within ... compute a **buffer** around a ... sdo_intersection
 (to **clip** spatial data ... support **circular** arcs ... linestring, **polygon**, multipoint ...
http://www.urisa.org/Journal/Under_Review/stoter/cadastral_registration_of_real_estate_objects_in_3d.htm
- <http://www.csse.monash.edu.au/~aland/reviews/gems.contents.html>
GEMS CONTENTS
 ... 2 III. Frame **Buffer** Techniques 2 115 ... lines with a **circular** arc fillet 3 ... for popular
primitives 3 301 X ... for Faster **Clip** Testing Walt ... a Spherical **Polygon** Robert D ...
<http://www.csse.monash.edu.au/~aland/reviews/gems.contents.html>

Search Books!

BARNES&NOBLE

- [CLIP AND \(POLYG...](#)
- [Search Music!](#)
- [Search Movies!](#)

- <http://members.yourlink.net/gruff/filez/ZED3D.PDF>
... normal computation, the problem of finding a correctly oriented normal, **polyg n** triangulation and quaternions to represent orientations, which are especially ...
<http://members.yourlink.net/gruff/filez/ZED3D.PDF>
- [Graphics Gems, by Book](http://www.acm.org/tog/GraphicsGems/gems.html)
... in a Frame **Buffer**, p. 278-284 ... Lines with a **Circular Arc Fillet**, p ... Volumes for Popular **Primitives**, p. 295-300 ... for Faster **Clip Testing**, p ... a Spherical **Polygon**, p. 132 ...
<http://www.acm.org/tog/GraphicsGems/gems.html> [More Results From: www.acm.org]
- <http://www.movesinstitute.org/~moves/Theses/KimseyChristianson.pdf>
... concentrically larger **circular** disks removed ... to a **buffer**, giving those ... graph to **clip** objects to ... of geometric **primitives**. Finally, the ... walls, as **polygon** meshes ...
<http://www.movesinstitute.org/~moves/Theses/KimseyChristianson.pdf>
- <http://www.neuro.sfc.keio.ac.jp/~aly/polygon/info/CGRL2.txt>
... points, data **buffer**, and document ... The graphics **primitives** include user ... log, byteswap, **clip** values at ... elliptical or **circular** aperture ... traced **polygon**. Interactive ...
<http://www.neuro.sfc.keio.ac.jp/~aly/polygon/info/CGRL2.txt>
- [Citation details: Computer Graphics - Principles and Practice ...](http://citeseer.nj.nec.com/context/15316/0)
... and uses a **circular** cone instead ... 1) transform, **clip**, and cull ... opaque surface **primitives** would be ... with aZ **buffer**[FvDFH90], and ... each transparent **polygon** in depth ...
<http://citeseer.nj.nec.com/context/15316/0>
- [Linux Links - The Linux Portal Site:](http://www.linuxlinks.com/Software/Programming/Libraries/Graphics/index.shtml)
... an algorithm to **clip** two 2D polygons. ... The object and **polygon** classes are ... lines and **circular** and elliptical ... on graphics **primitives** and text ... simple software **buffer**. ...
<http://www.linuxlinks.com/Software/Programming/Libraries/Graphics/index.shtml>
- [e-Net Systems](http://www.enetabc.com/glossary/glossary-c.html)
... **clip** mask: In computer ... state information, graphics **primitives**, and non ... such as a **polygon**, for which ... single cut **buffer** is limited ... cycle: A **circular** reference. A ...
<http://www.enetabc.com/glossary/glossary-c.html>
- [Realsoft 3D Features List](http://www.realsoft3dusa.com/pages/features_list.html)
... creation of **circular** tube. Full ... as control **polygon**, using triangle ... are geometric **primitives**, which can ... transparency mapping, **clip** mapping ... Z-**buffer**, reflectivity ...
http://www.realsoft3dusa.com/pages/features_list.html
- [GameDev.net - DirectX Graphics for Visual Basic Part 1](http://www.gamedev.net/reference/articles/article1308.asp)
... of it's **primitives** using triangles. But ... to them, **clip** them and draw ... instead of **polygon** – but feel ... a depth **buffer** is attached ... hexagonal or **circular** type shapes ...
<http://www.gamedev.net/reference/articles/article1308.asp>
- [MicroWindows Architecture](http://www.microwindows.org/microwindows_architecture.html)
... into a linear **buffer** in memory ... mode, and **clip** region is ... GdFillEllipse, and **polygon** fills with ... the graphics **primitives** available to ... elliptical or **circular** region ...
http://www.microwindows.org/microwindows_architecture.html
- [Polygonal surface models](http://beatrice.gsf.de/~mperzl/papers/phd/polymodel.html)
... of the frame **buffer** must be stored ... of 6 surface **primitives** (SP) is ... edges for **circular** ones and ... dense irregular **polygon** meshes of ... with an arbitrary **clip** plane is ...
<http://beatrice.gsf.de/~mperzl/papers/phd/polymodel.html>
- http://www.ait.nrl.navy.mil/people/swan/papers/b_Diss97.pdf
OBJECT-ORDER RENDERING OF ... using the accumulation **buffer** motion blur technique ... it with geometric **primitives** such as ... it using standard **polygon** rendering techniques ...
http://www.ait.nrl.navy.mil/people/swan/papers/b_Diss97.pdf

Next 20 matches

clip and (polygon or prim Next Search advanced search - help

Other Search Engines

[AltaVista](#) - [Google](#) - [Ask Jeeves](#) - [More...](#)

[Yellow Pages](#) - [People Search](#) - [City Maps](#) - [Get Local](#) - [Today's Web Events & Chats](#) - [More Yahoos](#)

Copyright© 2001; Yahoo! Inc. All rights reserved. [Privacy Policy](#) - [Terms of Service](#) - [Help](#)



Try your search in: [Shopping](#) • [Images](#) • [Video](#) • [MP3/Audio](#) • [News](#)

Boolean query:

[Help](#) | [Customize Settings](#) | [Family Filter is off](#)

clip and (circular and buffer) and (vertex or
vertices or vertexes)



any language



Search

Sort by:

[More Advanced Search Options](#)

[Search Assistant](#) | [Basic Search](#)

[Home](#) > [Advanced Search](#) > **Search Results for clip and (circular and buffe...** , page 4 of 9

Featured Site:

Source Electronic Design Products and News

ElectronicsWeb.com: Your industry resource

We found 83 results:

MID Profile: Class Graphics

Overview Package Class Use Tree Deprecated Index Help MID Profile. PREV
CLASS NEXT CLASS. FRAMES NO FRAMES. SUMMARY: INNER | FIELD |
CONSTR | METHOD. ...

URL: <http://gamma.cse.pe.kr/doc/midp-ea1/java...i/Graphics.html>

[Additional relevant pages from this site](#)

Ray Tracing News, Volume 6, Number 1

Ray Tracing News. "Light Makes Right" January 27, 1993. Volume 6, Number 1.
Compiled by. Eric Haines. erich@acm.org . Opinions expressed are mine....

URL: <http://www.etsimo.uniovi.es/povray/rtn/rtnv6n1.html> • [Related pages](#) •

[Translate](#)

[Additional relevant pages from this site](#)

Ray Tracing News, Volume 8, Number 2

Ray Tracing News. "Light Makes Right" May 16, 1995. Volume 8, Number
2. Compiled by. Eric Haines. erich@acm.org . Opinions expressed are
mine. All...

URL: <http://www.etsimo.uniovi.es/povray/rtn/rtnv8n2.html> • [Translate](#)

[Additional relevant pages from this site](#)

Intermediate Mode HOOPS

Intermediate Mode Routines. What is HOOPS I.M.? Why use HOOPS I.M.?

Overview of Update Cycle. Callback Points. Setting Callbacks. HOOPS I.M....

URL: <http://www.maths.tcd.ie/~gavin/Manual/iintro.htm> • [Translate](#)

[Additional relevant pages from this site](#)

The Plotutils Package

GNU Plotutils Package Manual

URL: <http://www.astro.uni-bonn.de/~webstw/cm/gnu/plotutils.html>

[Additional relevant pages from this site](#)

Volume Imaging API

User: Guest Search. Home. Preferences. Login. Help. I C G. Last updated

10/20/97. SGI Confidential --> Volume Imaging API. Programming Guide. -->...

URL: <http://www.icg.tu-graz.ac.at/~Education/...n/brugger/viAPI> • [Related pages](#) •

[Translate](#)

Additional relevant pages from this site

No Title

GRAPHICS.H ===== Functions ===== arc bar bar3d circle cleardevice clearviewport closegraph
detectgraph drawpoly ellipse fillellipse...

URL: <http://poli.cs.vsb.cz/c/help/graphics.htm>

Additional relevant pages from this site

CLRview v1.50 Documentation

Scientific Analysis and Visualization of the Environment. CLRview v1.50. Release, May 1993 (c) 1987-94
Centre for Landscape Research University of...

URL: <http://www.clr.utoronto.ca/CLRVIEW/clrview.50.docs.html> • [Translate](#)

Additional relevant pages from this site

comp.graphics.algorithms - comp.graphics.algorithms Frequently Asked Questions

rurban@xarch - Selected comp.graphics.algorithms newsgroup threads. [Date Index] [Thread Index] [Author
Index] [Next by thread] [Up]...

URL: <http://xarch.tu-graz.ac.at/home/rurban/n...s/msg00050.html> • [Translate](#)

Additional relevant pages from this site

Ipe Manual -- Index

Go backward to Change Log Go up to Top. Index. Align menu. aligning objects to the grid. aligning objects.
aligning objects. angular snapping. Anil...

URL: http://cgm.cs.mcgill.ca/doc/ipe/Ipe_53.html • [Translate](#)

Additional relevant pages from this site

Extend Your Search:

Shop the web for **clip and (circular and buffe...**

Find **clip and (circular and buffe...** at eBay! Register now!

Search for **clip and (circular and buffe...** in your local yellow pages

Try These Resources:

[Comparison Shopping](#) • [Bid On Great Deals](#) • [Find A Mover](#) • [Find A Date](#) • [Domain Registration](#)

The number of Web pages that contain your search terms:


Result Pages: [[<< Prev](#)] [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [[Next >>](#)]



Quickly add your site to AltaVista's search results with [Express Inclusion](#).

Back to top

Try your search in: [Shopping](#) • [Images](#) • [Video](#) • [MP3/Audio](#) • [News](#)

Boolean query: [Help](#) | [Customize Settings](#) | [Family Filter is off](#)

clip and (circular and buffer) and (vertex or vertices or vertexes) 


 any language 

Use the terms AND, OR, AND NOT, NEAR

Sort by:


(Enter terms to prioritize your results.)

Date: ☒ by timeframe:

Anytime 

☐ by date range: to (dd/mm/yy)

Display: ☐ top few results per site

10  results per page

Search

[Search Assistant](#) | [Basic Search](#)

[About AltaVista](#) | [Terms Of Use](#) | [Privacy Policy](#) | [Help](#) | [Contact Us](#)
[Submit A Site](#) | [Advertise With Us](#) | [Jobs](#) | [List Your Products](#) | [A CMGI Company](#)

© 2001 AltaVista Company. "AltaVista®" is a registered trademark and "AltaVista The Search Company"
and the AltaVista logo are trademarks of [AltaVista Company](#).

Linguistic technology by 2⁴⁰ Teragram Corporation.

[About IEEE](#) | [IEEE Memberships](#) | [Products and Services](#) | [Conferences](#) | [IEEE Organizations](#) | [News](#) | [Home](#)**IEEE Xplore**TM

Search

[Help](#) [FAQ](#) [Terms](#)**Welcome to IEEE XploreTM**

- ☐ Home
- ☐ Log-out

Tables of Contents

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

Search

- ☐ By Author
- ☐ Basic
- ☐ Advanced

Member Services

- ☐ Join IEEE
- ☐ Establish IEEE Web Account

Your search matched **[0]** of **[699289]** documents.

You may refine your search by editing the current search expression or enter a new one in the text box. Then click search Again.

(clip and circular and buffer)

OR

Use your browser's back button to return to your original search page.

Results:**No documents matched your query.**

[Home](#) | [Log-out](#) | [Journals](#) | [Conference Proceedings](#) | [Standards](#)
[Search by Author](#) | [Basic Search](#) | [Advanced Search](#) | [Join IEEE](#) | [Establish a Web Account](#)

Copyright © 2000 IEEE -- All rights reserved

[library home](#)[list alphabetically](#)[list by SIG](#)[search library](#)[register DL](#)[subscribe DL](#)[feedback](#)

ACM Digital Library

search

Search the Digital Library

Search Articles:

Terms:

☐ all words ☐ any words ☐ exact phrase ☐ subject
☒ expression (☒ stem)

In Fields:

<input checked="" type="checkbox"/> Title (71,013)	<input type="checkbox"/> Reviews (2,654)
<input checked="" type="checkbox"/> Full-Text (62,871)	<input type="checkbox"/> Index Terms (54,809)
<input type="checkbox"/> Abstract (21,006)	(Number of articles)

Authors:

☒ all names ☐ any name ☐ expression (☐ soundex)

Limit Your Search To:

Publication: **Published Since:****Published Before:**[\[Help \]](#)

[library home](#)[list alphabetically](#)[list by SIG](#)[search library](#)[register DL](#)[subscribe DL](#)[feedback](#)

ACM Digital Library

search

Search the Digital Library

Search Articles:

Terms:

(clip or clipping) and (vertex or vertices or vertexes)
and (circular and buffer)

☐ all words ☐ any words ☐ exact phrase ☐ subject
☒ expression (☒ stem)

In Fields:

<input checked="" type="checkbox"/> Title (71,013)	<input type="checkbox"/> Reviews (2,654)
<input checked="" type="checkbox"/> Full-Text (62,871)	<input type="checkbox"/> Index Terms (54,809)
<input type="checkbox"/> Abstract (21,006)	(Number of articles)

Authors:

☒ all names ☐ any name ☐ expression (☐ soundex)

Limit Your Search To:

Publication: All Journals and Proceedings ▼**Published Since:**

Month ▼

Year ▼

Published Before:

Month ▼

Year ▼

[\[Help \]](#)



Page: **1 of 1**

Articles: 1-11 of 11 Ordered By Score

Search: [New](#) | [Undo](#) | [Refine](#)

Order By: [Publication](#) | [Score](#) | [Publication Date](#)

View: [Brief Listing](#) | [Full Listing](#) | [Search Expression](#) | [All](#)

Articles | [+Page Size](#) | [-Page Size](#) | [Help](#)

No.	Article	Score
1)	Interactive reflections on curved objects ; Eyal Ofek and Ari Rappoport; <i>Proceedings of the 25th annual conference on Computer Graphics</i> , 1998, Pages 333 - 342 [Find Related Articles]	14
2)	Real-time, continuous level of detail rendering of height fields ; Peter Lindstrom, David Koller, William Ribarsky, Larry F. Hodges, Nick Faust and Gregory A. Turner; <i>Proceedings of the 23rd annual conference on Computer graphics</i> , 1996, Pages 109 - 118 [Find Related Articles]	9
3)	Hardware antialiasing of lines and polygons ; Walter Gish and Allen Tanner; <i>Proceedings of the 1992 symposium on Interactive 3D graphics</i> , 1992, Pages 75 - 86 [Find Related Articles]	7
4)	Leo: a system for cost effective 3D shaded graphics ; Michael F. Deering and Scott R. Nelson; <i>Proceedings of the 20th annual conference on Computer graphics</i> , 1993, Pages 101 - 108 [Find Related Articles]	7
5)	Efficient algorithms for local and global accessibility shading ; Gavin Miller; <i>Proceedings of the 21st annual conference on Computer graphics</i> , 1994, Pages 319 - 326 [Find Related Articles]	7
6)	Neon: a single-chip 3D workstation graphics	7

accelerator; Joel McCormack, Robert McNamara, Christopher Gianos, Larry Seiler, Norman P. Jouppi and Ken Correll;
Proceedings of the 1998 EUROGRAPHICS/SIGGRAPH workshop on Graphics hardware, 1998, Pages 123 - 132
 [[Find Related Articles](#)]

- 7) Real-time techniques for 3D flow visualization; Anton Fuhrmann and Eduard Gröller; *Proceedings of the conference on Visualization '98*, 1998, Pages 305 - 312
 [[Find Related Articles](#)] 7
- 8) Recovering photometric properties of architectural scenes from photographs; Yizhou Yu and Jitendra Malik; *Proceedings of the 25th annual conference on Computer Graphics*, 1998, Pages 207 - 217
 [[Find Related Articles](#)] 7
- 9) Interactive manipulation and display of surfaces in four dimensions; David Banks; *Proceedings of the 1992 symposium on Interactive 3D graphics*, 1992, Pages 197 - 207 [[Find Related Articles](#)] 6
- 10) Bringing the high end to the low end: high performance device drivers of the Linux PC; Robert Geist and James Westall; *Proceedings of the 36th annual conference on Southeast regional conference*, 1998, Pages 251 - 260
 [[Find Related Articles](#)] 6
- 11) Multi-level texture caching for 3D graphics hardware; Michael Cox, Narendra Bhandari and Michael Shantz; *Proceedings of the 25th annual international symposium on Computer architecture*, 1998, Pages 86 - 97
 [[Find Related Articles](#)] 6

go to page: **1 of 1**

The Digital Library is published by the Association for Computing Machinery. Copyright 1999, 2000 ACM, Inc.

library home	list alphabetically	list by SIG	search library	register DL	subscribe DL	feedback
------------------------------	-------------------------------------	-----------------------------	--------------------------------	-----------------------------	------------------------------	--------------------------